## Hall of the King Trilogy

This epic adventure is the largest adventure campaign ever seen for the Color Computer. It is comprised of a total of six disks of intense grpahic adventure that will have you playing for weeks. Each section is a two disk stand-alone adventure, but all three together form an epic saga comparable to a full length novel. *The Hall of the King Trilogy* is the master-work of Glen R. Dahlgren, famed adventure writer.

**Hall of the King I**: Here you travel in the dwarven living chambers searching for clues and one of the mystic key pieces which promises entrance to the legendary chamber of the *Earthstone*.

☞ **Incredible Two Disk Graphic Adventure**

☞ **Amazing CoCo 1,2,3 Graphics**

☞ **Beginning to the Largest Adventure Campaign Ever Seen for the CoCo**
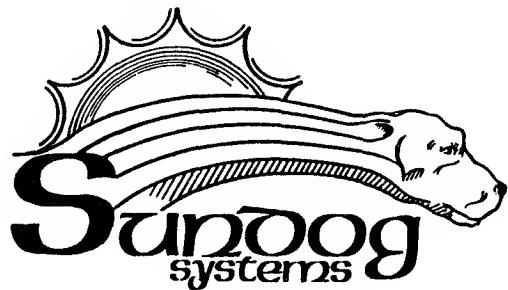


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☞ **Publisher**: *SUNDOG SYSTEMS*
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# Hall of the King

# TWO DISK GRAPHIC ADVENTURE FOR THE TRS-80 COLOR COMPUTER

# HALL OF THE KING

Years ago in an age long past, a dwarven race lived in their mountain home Firrhest (pronounced FEAR-HEST). There they lived in peace and harmony until the threat of Firrhest's destruction. They fled for their lives leaving their most powerful possession behind, the Earthstone. You are a prominent adventurer called to the dwarves' aid by Borodin, grandson of Sodar the ancient High Priest-King of that time. He has asked you to undertake a perilous quest, the recovery of the Earthstone! This is your first adventure in the epic search for what is deemed to have been the cornerstone of the legendary power of the dwarves. This is your introduction to the epic quest, the Hall of the King Trilogy.

Requirements: A 64K Color Computer and at least one disk drive.

**THE DISK**: The disk included is a flippy, that is, you can access both sides of the disk merely by flipping it in the drive. Each side is labled with an arrow pointing to the write protect notch that is being used. This notch always goes up (assuming you are using a vertical drive). Insert disk 1 in drive 0 and type **DIR <ENTER>**. If the first file you see is *BOOT/BIN*, that is the correct side, otherwise flip the disk. The first side (disk 1) is copy protected. You cannot make a backup of it. You can, however, copy the second side to any drive available. Therefore, if you have copied the second side to drive 1, enter 1 when it asks you for the drive holding disk 2 (see Loading instructions).

**LOADING INSTRUCTIONS**: First initiate a cold start (turn the computer off then on again) and insert disk one in drive 0. If you have a CoCo III, hold down the <F1> key and press the reset button. Remember, you must have a color composite moniter or TV set in order to see the graphics in color, as HALL OF THE KING utilizes CoCo II artifacted colors. Then type **LOADM"BOOT"** and press **<ENTER>**. The game will auto-start and a title page will appear on the high-res screen. Press the reset button until the border is blue and then press any key. This will boot the introduction. After that, you will be prompted for the drive number for disk number two. If you have more than one drive and have backed up disk two to the other drive, then input the drive number that disk two is found, otherwise input zero. Then you will be asked if you wish to read the background. If you do not, press **N** otherwise press any key. After the introduction is read (or not), the game will load and begin. You will be set in front of the mountain looking north toward the open bronze doors, ready to begin your quest.

**PLAYING THE GAME**: Hall of the King responds to two word commands, given at the command prompt. These two words must consist of a verb preceeding a noun such as **EXAMINE PIT**. Only the first three letters of each word need be given, though. **EXAMINE PIT** could be shortened to **EXA PIT** if you wish. When nouns have more then one word, input the object as if you were typing the whole word such as **EXAMINE BRONZE DOORS**. That would be shortened to **EXA BRO**, not **EXA DOO**.

A sampling of the commands would include examine, look, go, open, bend, get, take, inventory, quit, time, put, pull, push, light, and burn. There are many others, but to list them would give away part of the adventure.

**EXAMINE**: Items that are not hand held can be examined noramally, but you must be holding any items that can be held and examined. Otherwise you will get the **NOTHING SPECIAL** response.

**SAVE and LOAD**: The game can be saved at any time in either disk and loaded same. To save, simply enter **SAVE** and it will prompt you to put disk one in drive zero (unless it is already there or you are using more than one drive). It will then save all information on disk one. You can only keep one save at a time. To load this, simply enter **LOAD**. After inserting disk one, it will load in the information and transfer to the correct disk.

**DIRECTIONS**: To travel through the HALL OF THE KING, type **GO NORTH** (for example), **NORTH**, **NOR**, or just **N**. This can also be done with the directions **UP**, **DOWN**, **SOUTH**, **EAST**, and **WEST**. When within a room, you are not always facing north. Make a map when playing showing the exits to the particular room. One might get confused relying upon the graphics showing all exits.

**TRANSFERING**: When the program realizes that you have gone through a passage that travels from one program to another, it will pause for a second and then access the other disk (or prompt for the other disk to be inserted). It will then transfer to another program and play will continue as if there were no interruption.